

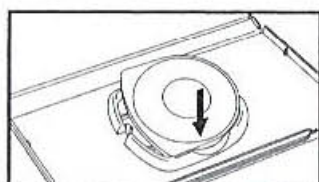
MANUAL



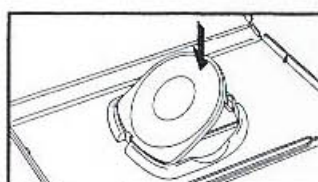
PIPPA mania

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

ULES-01094

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SYSTEM SOFTWARE UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™, refer to the following website: yourpsp.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™. For more information, please refer to the PSP™ Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

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SETTING UP

Set up the PSP™ according to the instructions in its instruction manual. Turn the PSP™ on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the PIPE MANIA disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to launch PIPE MANIA

PLEASE NOTE: The information in this software manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this software manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

Note: PIPE MANIA requires a minimum of 288KB to save.

Make sure there is enough free space on your Memory Stick Duo™ before commencing play. This game uses an autosave feature. Select your preferred language using the systems Home Menu.

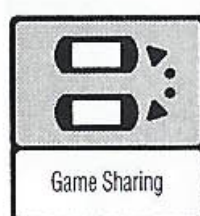
WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



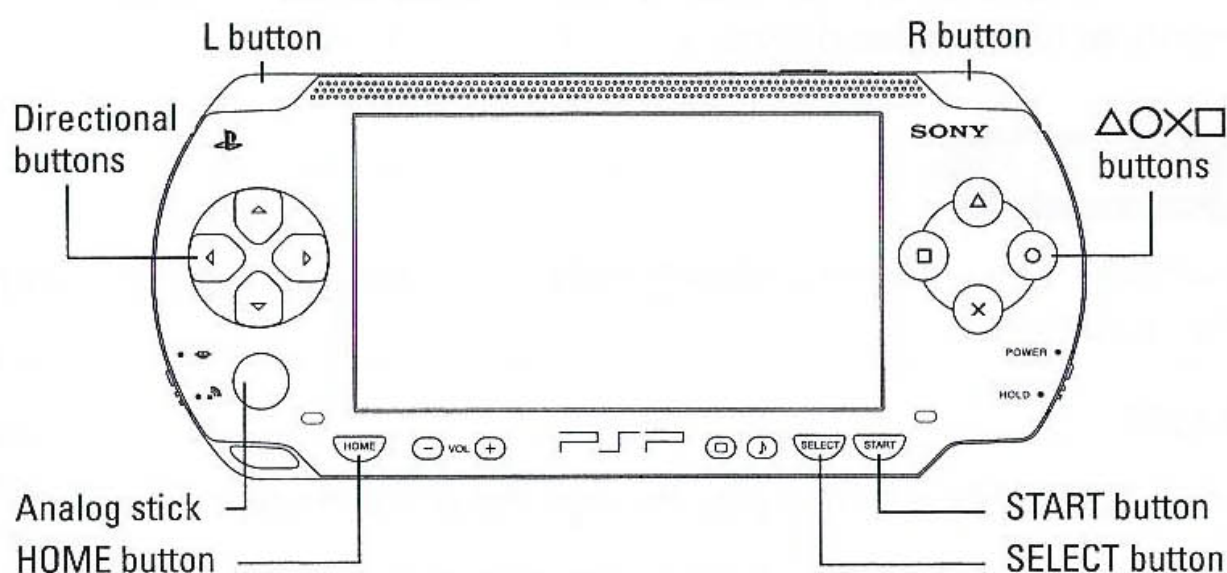
GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system instruction manual.



Control	In-Game	Menus
Analog stick	Move Cursor	Selection
Directional buttons	Move Cursor	Selection
⊗ button	Place Pipe, Spin Anti-Clockwise (Bonus "Spin" Mode only)	Confirm
⊙ button	Place Pipe, Spin Clockwise (Bonus "Spin" Mode only)	Back
⊠ button	Place Pipe	-
△ button	Place Pipe	-
L button	Speed up Flooze Attack (Versus Mode only)	-
R button	Speed up Flooze	-
START button	Pause or Skip Tutorial	Not used
HOME button	Quit Game	Quit Game

GAME CONTROLS

Enter the world of the master plumber in Pipe Mania. Play through over 300 levels across 8 themes and multiple game modes. You will guide Junior and Fawcett helping them complete puzzles and challenges to defeat the evil cowboy plumber Buffalo Bonzo.



Alfonso Senior



Junior



Fawcett



Buffalo Bonzo

STORY

Alfonso Senior, having made his fortune and fulfilled his pipe dreams, is now a made man and has retired to his own private island paradise. There's just one problem! The Isle of Ducts is being ruined by cowboy plumbers. The BIGGEST of them all, Buffalo Bonzo is wreaking havoc all over the island.

Playing as Alfonso's children, Junior and Fawcett, it's up to you to take over the family business and stop Buffalo Bonzo. But before you can face him you must prove that you're up to the challenge.

Complete the challenges set by the inhabitants of The Isle of Ducts. Only then will you be ready to face Buffalo Bonzo.

MAIN MENU

Use the directional buttons or the analog stick to make your selection and the  button to confirm.

Single Player

- World Mode – Select this option to play through the world mode.
- Arcade – Select this option to play through the arcade levels.
- Bonus – Select this option to play the bonus levels.
- Classic – Select this option to play the classic levels

Game Sharing

Select this option to start a Game Sharing multiplayer game against a friend.

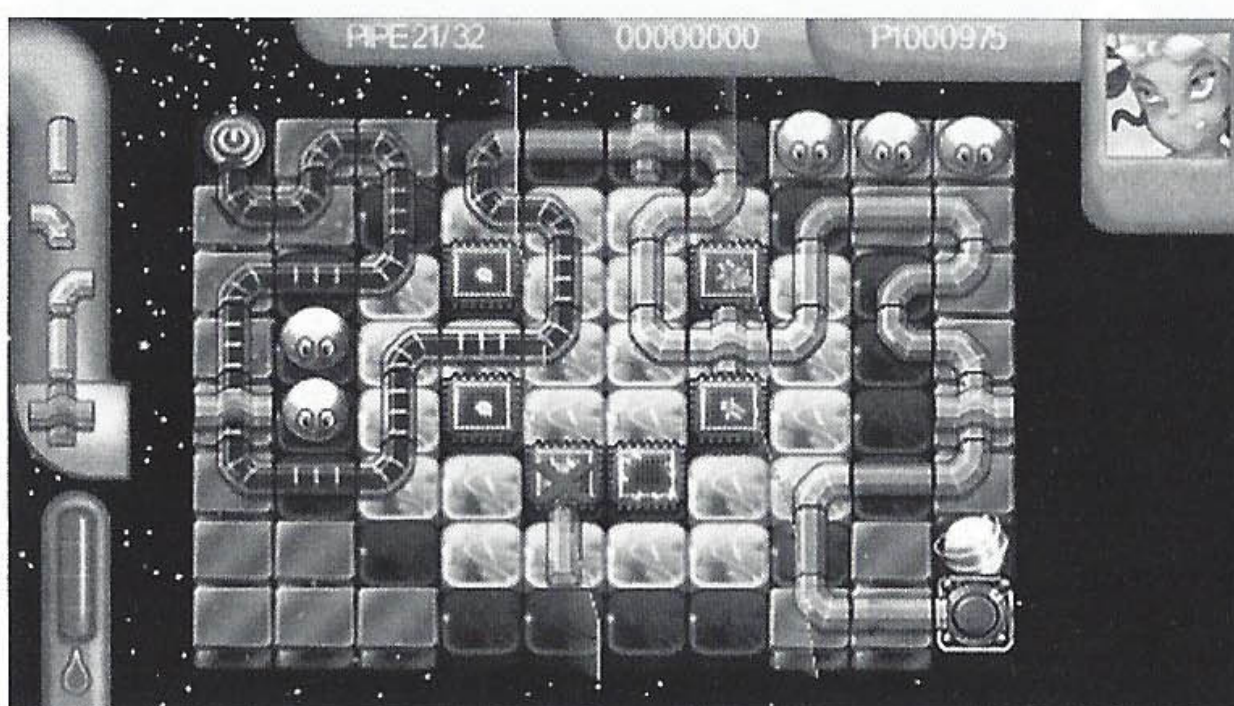
Options

- System settings – As well as save and load options, you can toggle the tutorials on and off from here.
- Control settings – Select this option to adjust the control settings.
- Sound Options – Select this option to adjust the sound options.
- Profile – Select this option to create a new profile or load an existing profile.

Extras

- Statistics – Select this option to view your game statistics.
- Treasure Room – Select this option to view and open the collected Treasure chests.
- Credits – Select this option to view the game credits.

HOW TO PLAY



The goal of Pipe Mania is to lay down a set of pipes that will allow the Flooze to flow from the Start piece to the End piece of each level without spilling out.

On some levels there will be a minimum pipeline length that must be constructed in order to complete the level. The longer the pipeline, the more points will be scored. As you play, pipe pieces appear in a dispenser on the top screen. The next piece to be placed appears at the bottom of the dispenser. You must play the pipes in the order that they come out of the dispenser.

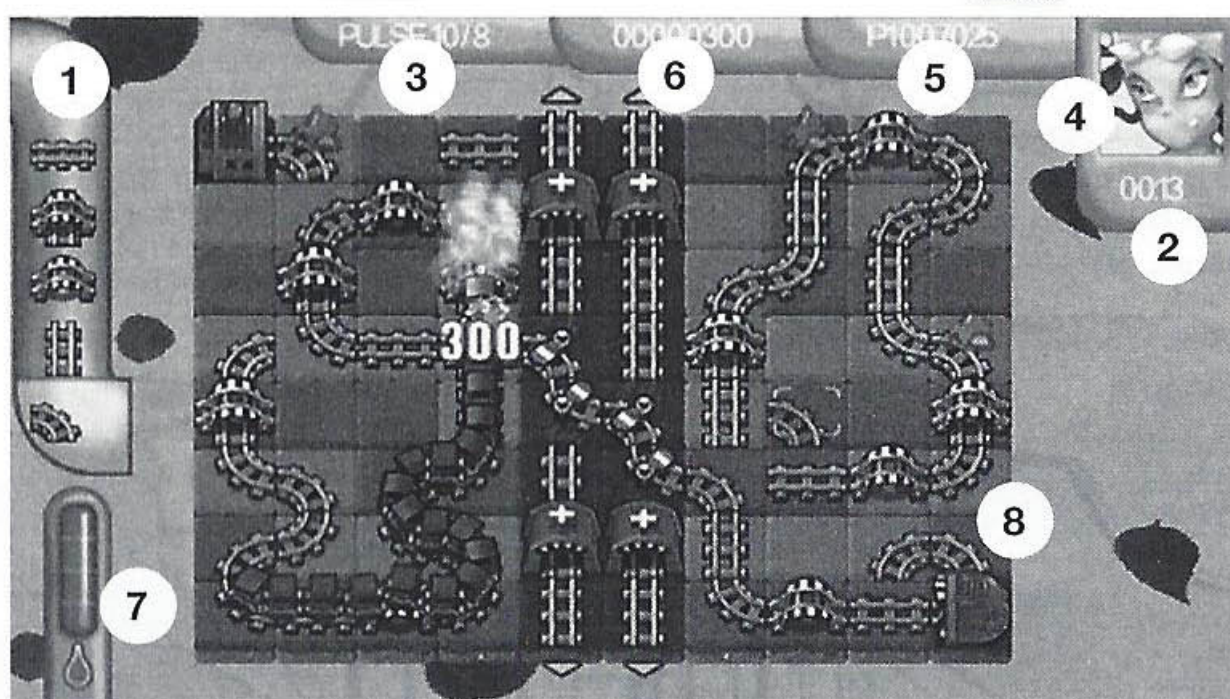
You can place a pipe on any free tile. You can “Bomb” a previously laid pipe segment by placing a new piece on top of it. The old pipe will explode and be replaced by the new piece. This takes more time and incurs a score penalty.

Pipes filled with Flooze, Obstacles and Fixed pipes cannot be bombed.

Use the “Fast Flooze” control to speed up the Flooze and end the level quickly, while also scoring double points for each pipe piece the Flooze passes through. While Fast Flooze is active, no other moves can be made.

Each level has a certain level of Leakage that can occur without failing the level. Leakage occurs at the open end of Pipelines when the Flooze reaches it, or from Damaged Pipe Sections.

An on-screen Leak Meter shows the amount of leakage so far – if the Meter fills, you will fail the level. The Leak Meter is a persistent amount; it does not decrease with time or player actions.



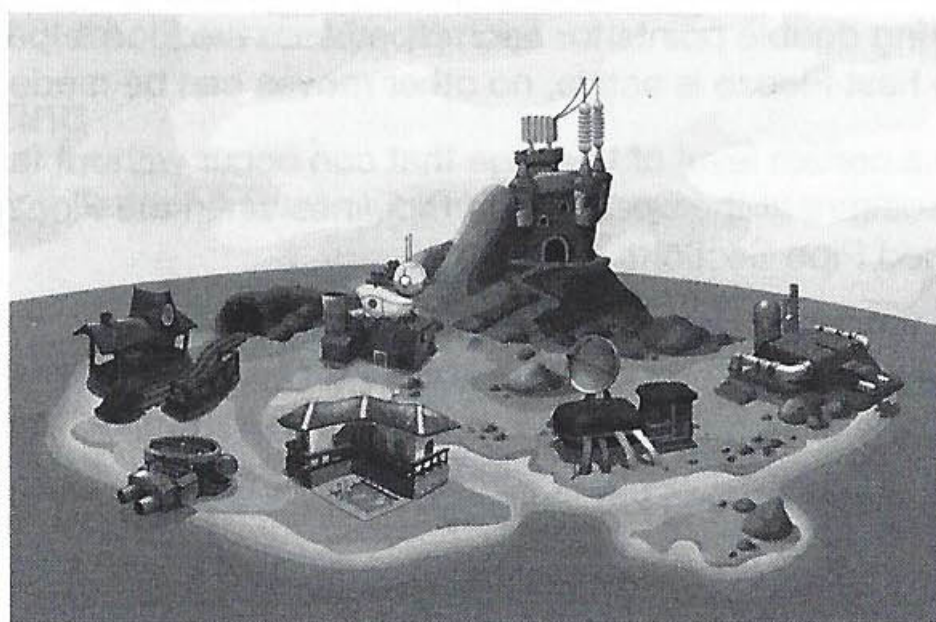
THE GAME SCREEN

- (1) Pipe Dispenser – Shows the next 5 available pipe pieces.
- (2) Time Limit – Displays the remaining time.
- (3) Required Pipe Length – Displays the current pipe length and goal pipe length required to successfully complete the level.
- (4) Character Picture – Shows the picture of your chosen character.
- (5) Score – Shows the current score.
- (6) Bonus Score – Shows any bonus points earned in the level.
- (7) Leak Meter – Displays the current amount of leakage.
- (8) Game Grid – This is where the game play takes place.

GAME MODES

World

World Mode follows the story of Junior & Fawcett's quest to clean up the Isle of Ducts. Each Location on the map has its own theme and a variety of puzzle-based levels to complete. Select a Location and level to start. You are free to revisit old levels for a better score and will be able to choose from several levels at any one time.





Classic: Normal

Classic Mode is a reworking of the original Pipe Mania game. In this mode, there is no Leak Meter – once the Flooze reaches an open pipe, the game ends! The levels always have the same pipe pieces, but arranged randomly each time they are played. There are 8 Rounds each with 8 levels, getting progressively faster and more complex.

Classic: Hard

An additional 96 levels taken from original Pipe Mania versions, with a more puzzle-based slant, can be unlocked.

Bonus: Match

In this Bonus Mode, you are shown an incomplete pipeline with pipe pieces removed from it and dropped into the Dispenser. You must solve the puzzle and place them back onto the grid to complete the pipeline before the timer runs out. Speed scores points in this game.

Bonus: Spin

In this Bonus Mode, you are shown a pipeline with certain pipe pieces randomly rotated. You must solve the puzzle by rotating the pipe pieces to complete the pipeline before the timer runs out. Speed scores points in this game.

Arcade: Normal

Arcade Mode levels scroll up, left, right or down at a constant speed once the Flooze has started. Keep the Flooze within the border of the screen. If it slides out of the border you lose. Build pipelines sideways to slow down the Flooze when near the forward edge. Use the Fast Flooze control to speed up the Flooze if it's close to the back edge. Keep the Flooze within the border and reach the End Piece to win!

Arcade: Hard

More complex and challenging scrolling levels make up Arcade Hard mode. It introduces more complex pipe pieces and challenging grid layouts.

Versus

Each player has their own grid and pipes. The winner is the player who survives or has the highest score at the end of the timed round.

Versus: Quick Clear

Make a complete pipeline to clear it from your own grid and drop it on your opponent. End Pieces are multi-directional in this game.

Versus: Charge N Blast

Advance the Flooze quickly to charge up your Attack Meter and once enabled, launch attacks upon your opponent to hamper their construction efforts. There is no End piece in this game.

Versus: World Score / Classic Score

This is a competition for the highest score on a level.



SAVING AND LOADING

In the Profile select screen you can create a new profile by selecting a slot and pressing the **X** button. In the next screen you can name your character using the on-screen keyboard and select which character you want to play as. Once you have created your profile press the **X** button to confirm. There are 3 profile slots that you can use to save your game progress.

Note: You will need to have a Memory Stick Duo™ with 288KB amount of free space inserted, in order to save your progress.

Saving game progress

Your game progress and high scores will be automatically saved to your current profile at the end of every level.

Loading a profile

To load a profile, simply select the profile you wish to load from the profile select screen.

FLOOZE TYPES

There are three different types of Flooze in Pipe Mania.

- **Normal** - Normal Flooze is a continuous flow, constantly growing and permanent.
- **Pulse** - A Pulse type Flooze is a constrained Flooze length that travels down the Pipeline, much like a train on tracks. With this type of Flooze, you can re-use old Pipelines once the Flooze has travelled past them.
A Pulse type Flooze can grow in length, via the Grow Section. If the head of the Flooze meets the tail, then the level is instantly lost.
- **Jump** - A Jump Type Flooze jumps across several Pipeline Sections in one instantaneous blast. It has to charge up at Reservoir Pipe Sections before blasting forward. It moves in big quick jumps as opposed to the gradual movement of the Normal and Pulse Type Flooze.

PIPE PIECES

You will encounter a variety of different pipes pieces as you progress through Pipe Mania.

Pipe Piece Description



Start

The Start piece is where the Flooze flows from. It can face all four possible directions – up, down, left and right. The Start piece also shows what colour Flooze will come out of it.



End

The Flooze must finish here to win the level. The Flooze must enter it from a specific direction.

The End piece also shows what colour Flooze must enter it.



Basic Straight

The Basic Straight piece can only be vertical or horizontal.



Basic Elbow

The Basic Elbow piece comes in all four possible directions, and allows the Flooze to turn corners.



Cross

This is a Cross piece. It allows the Flooze to pass over itself and is vital for creating Loops.

Use Loops to build up your Bonus for big points when you complete the level!



Bonus

The Bonus piece is a Straight piece that rewards you with extra score when Flooze runs through it.



One Way

This One Way piece is a Straight piece that only allows the Flooze to travel only in the direction shown, otherwise it will leak.



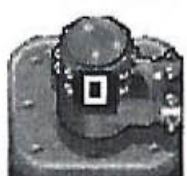
Reservoir

This Reservoir piece is a Straight piece that slows down the Flooze as it flows through. It is vital for buying you more time.



Pump

This Pump piece is a Straight piece that speeds up the Flooze for a short time after it passes through.



Teleport

The Teleport piece comes in numbered pairs and can be in any of the four possible directions.

Flooze is beamed from the In piece to it's paired Out piece.



Changer

The Changer piece is a Straight piece alters the appearance or colour of the Flooze. Some pieces will only accept Flooze of a certain colour – take note of the coloured connectors on the pieces.



Splitter

This Splitter piece can act like a Changer piece, but also splits the Flooze into two separate Floozes.

It can appear in all four possible directions. The colours on the edges of the piece show what coloured Floozes are input and output.



Joiner

This Joiner piece can act like a Changer piece, but also combines two Floozes into one.

The Flooze only comes out once both inputs are filled.

It can appear in all four possible directions.

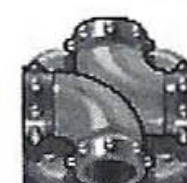
The colours on the edges of the piece show what coloured Floozes are input and output.



Bridge

This is a Bridge piece. Use it to turn a Straight piece into a Cross piece, even if it has Flooze in it.

It comes in one direction only. You can also place Basic Straight pieces underneath them.



Double Elbow

This Double Elbow piece allows you to squeeze that extra mileage out of the grid.

There are two varieties - one is a mirror image of the other.



Grow

The Grow piece is a Straight piece that extends a Pulse Floozes' length.

Some levels require a Pulse Flooze to be a certain length to win. Use the Grow piece to make the length of the Pulse Flooze longer.



Points

Points can be used to direct the flow of the Flooze.

They can be switched by the player by using the Place piece control, as long as there is no Flooze flowing through them.



Random

A Random piece is a constantly changing Pipe piece until placed. You must execute timing skill when placing it.



Obstacle

These objects on the grid cannot be removed or bombed – you'll have to work around them.



Tunnel

Tunnels allow the Flooze to flow off one side of the grid and reappear on the other side.

TREASURE ROOM

The Treasure Room is selected from the Extras Menu and contains all the Treasure Chests found so far. All unlocks are listed and opened in the Treasure Room. You can highlight and open the Chests to show the Reward or view the Treasure it contains.

TIPS

- To earn a big score, don't be too eager to advance to the next level. Earn as many points as you can on each level.
- Think ahead. Learn how to visualise a completed pipeline and place pieces accordingly.
- If you don't need a piece right away, place it somewhere that it might be useful later. Bombing or wasting pieces costs time and loses points.
- Use Cross pieces wisely. These are key to loops and big Bonus points. Make sure you place them where there's enough room to loop back through.

- Build loops that flow through Tunnels and special pieces to increase your Bonus Multiplier.
- Even if you're way ahead of the Flooze, work fast. That way, you'll have time to figure out how to fill as much of the grid as possible.
- Don't forget that you also score double points for every pipe piece used after you have satisfied the distance requirement for the level, so it's worth building more complex arrangements further along the pipeline.

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